

TERMINATOR 2

It's the near future... battle rages between man and machine. Yet despite the awesome power of the machines the rebels are winning, until Skynet, the computer that controls the machines sends a Terminator through time to destroy the rebel leaders' mother, Sarah Connor, who is living in the time '1984'.

They failed.
Undaunted, another Terminator was sent back in time to 1994 to strike at John Connor, the future rebel leader, who is still a child at the time.
The resistance must protect the child.
Again the rebels were able to send a lone warrior to protect him. This time they will fight on the enemy's terms. This time a machine will battle one of its kind.

LOADING

COMMODORE CASSETTE

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the on-screen instructions - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

PLEASE NOTE: This game loads in a number of parts - follow on-screen instructions.

DISK

Select 64 mode (if using Commodore 128). Turn on the disk drive. Insert the program into the drive with the label facing upwards.

Type LOAD "" 8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

You can play this one-player game using joystick only in port 2.

RUN/STOP - PAUSE/UNPAUSE

JOYSTICK

LEVELS 1, 5 & 9

- LEFT - WALK LEFT
- RIGHT - WALK RIGHT
- DOWN - CROUCH
- UP & FIRE - HIGH KICK
- DOWN & FIRE - CROUCH/PUNCH
- LEFT & FIRE - PUNCH
- RIGHT & FIRE - BLOCK
- DIAGONAL UP LEFT & FIRE - UPPER CUT
- DIAGONAL UP RIGHT & FIRE - HEAD BUTT
- DIAGONAL DOWN LEFT & FIRE - LOW KICK
- DIAGONAL DOWN RIGHT & FIRE - KNEE

LEVELS 2 & 8

- LEFT - STEER LEFT
- RIGHT - STEER RIGHT
- UP - MOVE UP/ACCELERATE
- DOWN - MOVE DOWN/DECELERATE

On level 8 pressing FIRE will shoot Sarah's gun at the sight. The sight will sway from side to side depending on the movement of the SWAT van.

LEVEL 3

Press fire to select a block (the cursor will flash rapidly) then push the joystick in the appropriate direction of the block you wish to swap.

LEVEL 4

- UP - WALK INTO LIFT
- LEFT - RUN LEFT
- RIGHT - RUN RIGHT
- DOWN - CROUCH

Press the fire button to strike but in the direction you are facing.

LEVEL 6

Push the joystick in the appropriate direction to move the blocks into the space available.

LEVEL 7

- UP - ENTER LIFT
- DOWN - DUCK
- LEFT - RUN LEFT
- RIGHT - RUN RIGHT

Press fire to shoot in the direction you are facing.

STATUS AND SCORING

LEVELS 1, 5 & 9

- HIGH KICK - 500
- LOW KICK - 500
- UPPER CUT - 1000
- HEAD BUTT - 750
- PUNCH - 100
- CROUCHING PUNCH - 200
- KNEE - 750

LEVELS 3 & 8

100 POINTS X TIME REMAINING

LEVELS 2 & 6

- AVOIDED OBSTACLES - 100
- SUCCESSFUL JUMPS - 500
- AVOIDING CARS - 200

LEVEL 8 ONLY

- PER HELICOPTER HIT - 250

LEVEL 7

VARIOUS POINTS ARE AWARDED PER SWAT MAN.
5000 POINTS ARE AWARDED FOR EACH LEVEL COMPLETED.

The status panel displays:-

The faces of the characters in play and energy remaining.

GAMEPLAY

LEVEL 1

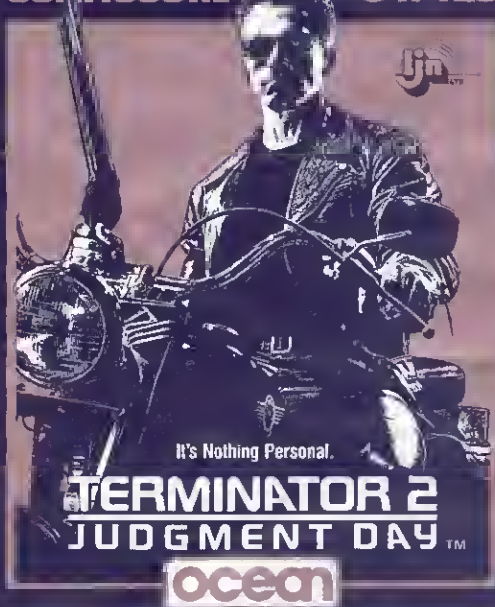
You are in control of the T800 Terminator. You must defeat the T1000, temporarily, to

LEVEL 2

Take control of the T800 and John on a Harley Davidson motorbike.

Manoeuvre your way through a storm drain, whilst being pursued by the T1000 in an articulated lorry. Every time you crash into an object the T800 loses energy, while crashing into the lorry means that John loses energy.

COMMODORE 64/128



LEVEL 3

In this section you must perform a minor operation on the T800's arm. This is achieved by moving the flashing cursor around the grid and arranging the blocks in the correct order.

This level is timed. Achieving 100% puzzle completion will regain all of the T800's energy.

LEVEL 4

You are in control of Sarah Connor - armed only with a broom handle! You must escape from the maze of corridors and lifts of the mental institute.

LEVEL 5

The T800 must gain enough time for Sarah and John to escape in the lift to the car park.

LEVEL 6

Your task is to rearrange the blocks on the T800's face until they match up to the original picture. This level is timed and 100% completion will give T800 full energy.

LEVEL 7

Once again you are in control of the T800 and must shoot your way out of the Cyberdome Laboratories through a heavily armed SWAT team.

LEVEL 8

T800 is in control of the SWAT van making his escape with Sarah and John Connor. He is being pursued by T1000 in a helicopter.

Sarah can fire at the helicopter from the back of the van. You must disable the helicopter's controls by shooting at it.

LEVEL 9

T800 must battle it out for the last time with the T1000.

Not only must you drain him of his energy but you must also force him into a vat of molten steel.

HINTS AND TIPS

On the combat sections watch your energy - the T1000 keeps attacking you so don't forget to block.

On levels 4 and 8 ducking will avoid enemy fire and punches so keep your eye on the enemy's movements.

Whilst on the motor bike use the jumps to avoid going through water which disables your controls.

Shooting the helicopter successfully from the SWAT van will disable it for a short period giving you time to manoeuvre.

Remember to conserve energy throughout the game - don't take any risks!

TERMINATOR 2

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING, CAREFULLY.

If for any reason you have difficulty in running the program you may contact our Ocean Helpline direct by telephoning 0626 332533.

However if you believe that the product is defective please return it direct to: Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester, M2 5NS.

Our quality control department will test the product and supply a replacement if we find a fault. If we cannot find a fault the product will be returned to you at no extra charge. Please note that this does not affect your statutory rights.

CREDITS

TERMINATOR 2™ & © 1991 Carolco International N.V. All Rights Reserved.

Programmed by Bobby Earl

Graphics by Martin McDonald and Don McDermott

Music and FX by Jonathan Dunn

Game design by Dimension Creative Designs

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